

MIDNIGHT RESISTANCE SCENARIO



A ruthless Commissar, leader of a vicious regime of megalomaniacs, has kidnapped your family, (including your Grandfather - a world famous scientist) in a desperate bid for dictatorial power over the earth.

Can you rescue your relatives before the evil Commissar forces your Grandfather to use his superior weaponry research in order to enforce his own tyranny throughout the planet? Pit your wits against an obsessive army, their tortuous traps and a convoy of menacing machinery.

LOADING COMMODORE

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction - PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN) then follow C64 instruction.

PLEASE NOTE: This game loads in a number of parts - follow on screen instructions.

DISK

Select 64 mode. Turn on the disk drive, insert the program into the drive with the label facing upwards. Type LOAD "*" 8,1 (RETURN), the introductory screen will appear and the program will then load automatically.

AMSTRAD CPC 464

Place the rewound cassette in the deck, type RUN" and then press ENTER/RETURN key. Follow the instructions as they appear on screen. If there is a disk drive attached then type |TAPE then press ENTER/RETURN key. Then type RUN" and press ENTER/RETURN key. (The symbol is obtained by holding shift and pressing the @ key.)

CPC 664 and 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type |TAPE then press ENTER/RETURN key. Then type RUN" and press ENTER/RETURN key follow the instructions as they appear on screen.

DISK

Insert the program disk into the drive with the A side facing upwards. Type | DISC and press ENTER/RETURN to make sure the machine can access the disk drive. Now type RUN"DISC and press ENTER/RETURN, the game will load automatically.

SPECTRUM CASSETTE

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum + then load as follows:- Type LOAD"" (ENTER). (Note there is no space between the quotes). The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically, If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

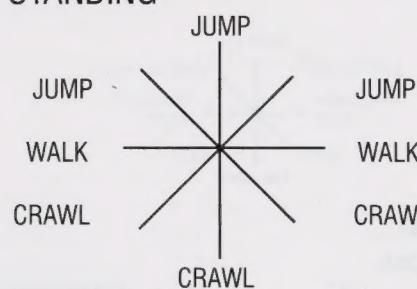
CONTROLS COMMODORE

This is a one player game controlled by joystick only with the following additional keys:

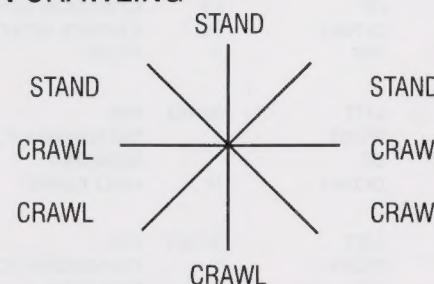
SPACE BAR - FIRE BACKPACK
SHIFT LOCK - PAUSE GAME

JOYSTICK CONTROL

WHEN STANDING



WHEN CRAWLING



Press fire button to activate current weapon.

When the fire button is pressed the current action (standing, walking, crawling, jumping) is held. i.e. you may walk and shoot in all directions and crawl and shoot in all directions if the fire button is depressed.

Press the space bar to release current 'back pack' weapon. To collect an item (i.e. a key or weapon) just walk over it. To climb a ladder push joystick up when located in the appropriate position. (e.g. standing/crawling beneath the ladder).

SPECTRUM AND AMSTRAD

This is a one player game controlled by joystick and keyboard which is fully redefinable.

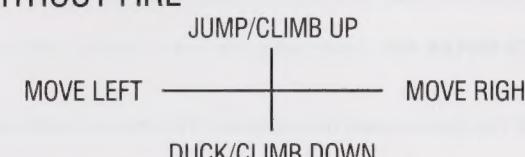
RESET KEYS

Q	UP
A	DOWN
O	LEFT
P	RIGHT
M	FIRE WEAPON
SPACE BAR	FIRE BACK PACK
H	PAUSE GAME

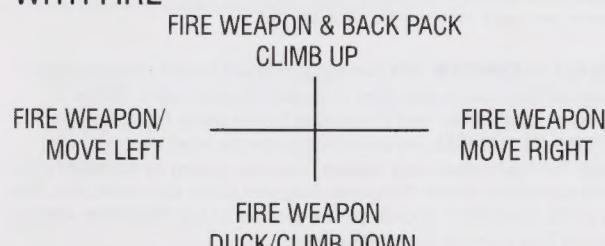
Cursor keys may also be used on the Spectrum with 0 to fire.

JOYSTICK CONTROLS (Spectrum and Amstrad)

WITHOUT FIRE



WITH FIRE



GAMEPLAY



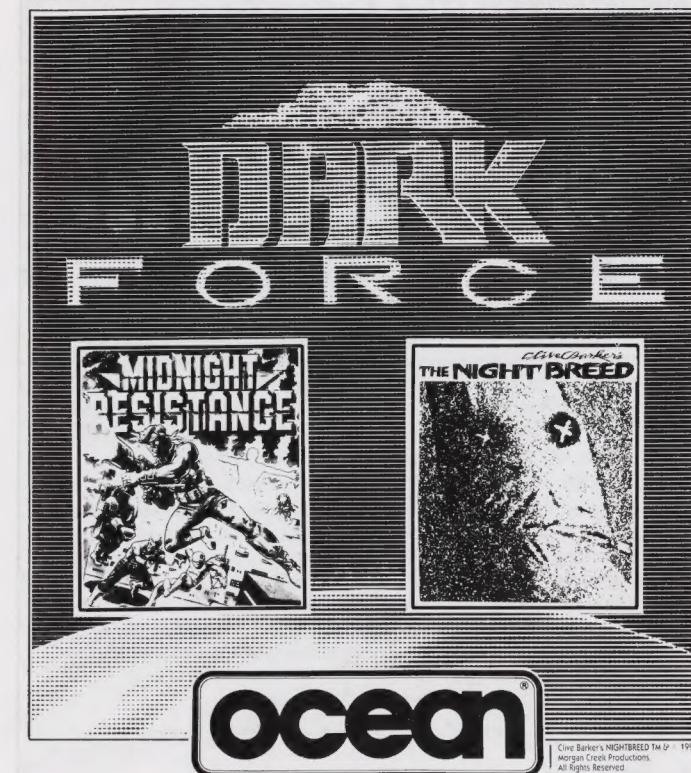
The game consists of nine levels of all-out action. You must manoeuvre through each landscape and overthrow the various adversaries in your rescue attempt.

When destroyed, some of the enemies will drop keys which you may collect. You can only carry six. These may be used to buy extra weapons, back-packs and features from the weapon rooms. These are situated at the end of each level and contain six different types of weapon. However you have a limited budget so you must be careful when making your selection. The weapons within your budget will flash as you walk past their cabinets and to make your purchase you must jump up and collect it as it falls.

STATUS AND SCORING

The following is displayed on screen:-

SPECTRUM / AMSTRAD CPC / COMMODORE



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KEYS

This shows the number of keys held (up to six at any one time). These can be traded for weapons and extra credits at the end of each level.

HEARTS

These indicate the number of lives remaining.

CURRENT WEAPON/BACKPACK WEAPON

This shows the number of rounds remaining.

CURRENT SCORE

Number of points achieved.

HINTS AND TIPS



Use your weapons sparingly - you only have a limited ammunition supply for each.

Select the most appropriate weapons for the tasks ahead.

Don't be too worried about collecting the keys - you can only carry six and there are usually plenty of carriers on each level. Don't spend too long choosing your weapons - you may end up with none at all.

MIDNIGHT RESISTANCE

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THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ CAREFULLY THE INSTRUCTIONS FOR LOADING.

If for any reason you have difficulty in running the program you may contact our Ocean Helpline direct by telephoning 0626 332533. However if you believe that the product is defective, please return it direct to: Mr. Yates, Ocean Software Limited, 6 Central Street, Manchester M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does affect your statutory rights.

CREDITS

Spectrum & Amstrad

Coding by James Bagley
Graphics by Chas Davies
Music by Keith Tinman

Commodore

Coding by Robbie Tinman
Graphics by Ivan Davies
Music by Keith Tinman
Produced by Paul Finnegan and D.C. Ward
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